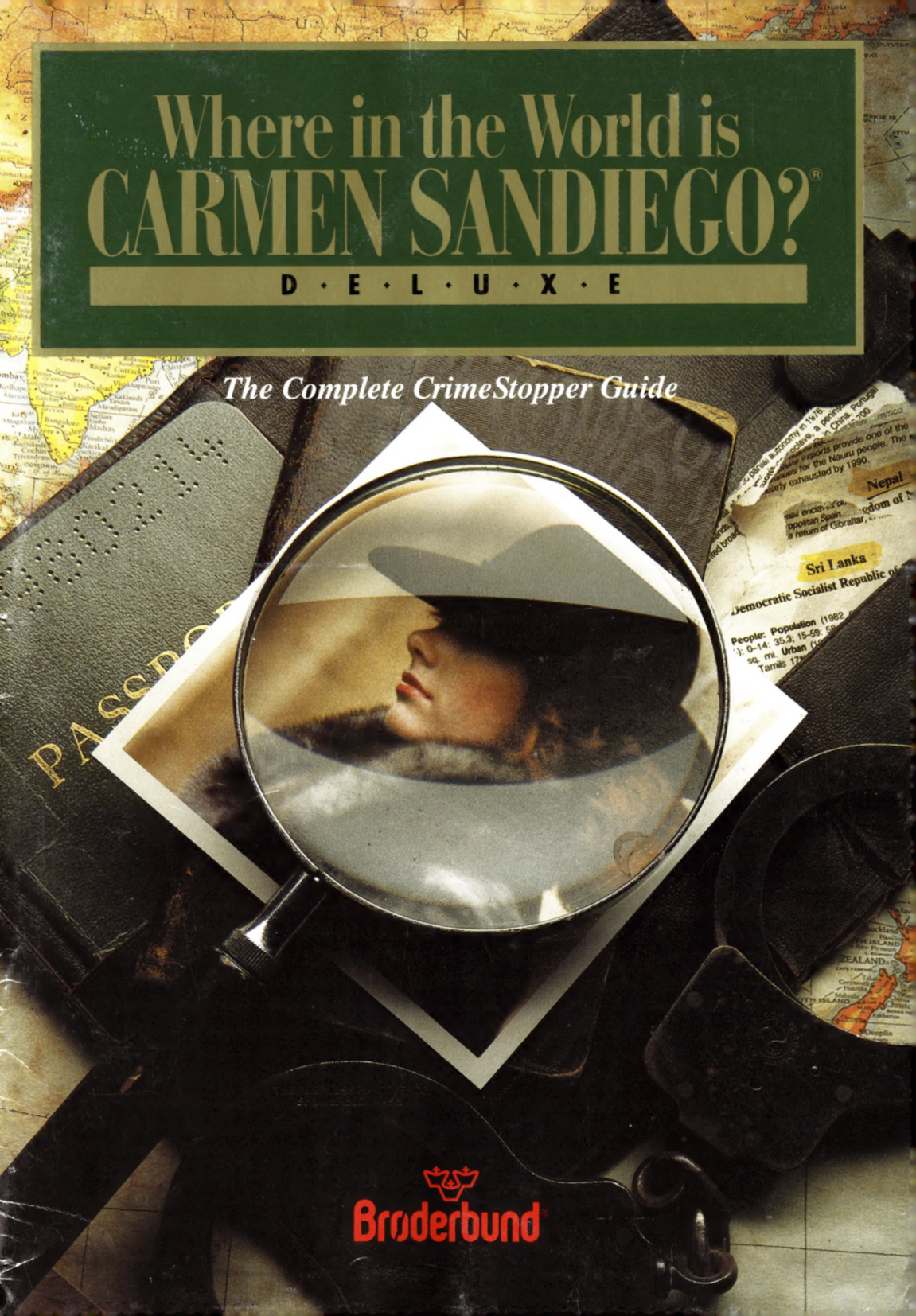
Where in the World is CARMEN SANDIEGO?®

D · E · L · U · X · E

The Complete CrimeStopper Guide



Broderbund®

Where in the World is CARMEN SANDIEGO?®

D · E · L · U · X · E

A MYSTERY EXPLORATION GAME

Volume One, Number One

Package Design: Nancy Morris, Ronni Valenti
Documentation Design: Jennifer Cherk, Ronni Valenti, Nancy Morris
Illustration: David Bohn
Special thanks to: Doug Carlston, Glenn Axworthy, Matt Siegel, Harry Chomsky, Jeff Charvat, Bob Arient, Alan Weiss, the Brøderbund Quality Assurance Department; San Lorenzo Unified School District Office of Indian Education; David Mayers; and George Petersen, Betty Kotcher and Al Petteway of the National Geographic Society

Where in the World is Carmen Sandiego? Deluxe Edition is a registered trademark of Brøderbund Software, Inc. *The World Almanac and Book of Facts* is a registered trademark of Newspaper Enterprise Association, Inc. IBM is a registered trademark of International Business Machines, Inc. Tandy and Tandy 3-voice are registered trademarks of Tandy Corp. MS-DOS is a registered trademark of Microsoft Corp. AdLib is a registered trademark of AdLib Inc. Sound Blaster and Sound Blaster Pro are trademarks of Creative Labs, Inc. Sound Source is a copyright of Walt Disney Company. Macintosh is a registered trademark of Apple Computer, Inc.

© Copyright 1990, 1992 Brøderbund Software, Inc. All rights reserved.

R121

acknowledgements

Design Team
John Baker
Michelle Bushneff
Michael Coffey
Lauren Elliott
Lance Groody
Gene Portwood
Tom Rettig
Kim Walls
Tom Wilcox

Producer
Kim Walls

Art Director
Michelle Bushneff

Sound Director
Tom Rettig

Original Programming
Lance Groody

CD-ROM Programming
Louis Ewens

Mac Programming
Sean Hill

Mac Product Manager
Laurie Strand

Production Assistant
Katie Candland

Original Music
Jonelle Adkisson

Graphics and Animation
Don Albrecht
Michelle Bushneff
Jim Everson
Maureen Gilhooly
Julie Glavin
Daniel Goodwin
Barbara Webster

Sound Editors
Jonelle Adkisson
Tom Rettig
Michael Barrett
Tim Keanini
Joey Edelman

Clues
Rick Goldsmith
Kim Walls
Katie Candland

Additional Graphics
Michael Baisuck
Shirley Cochran
Amanda Crispel
Marcela Evans
Michelle Graham
Lydia Haggerty
Leila Joslyn

Folk and Traditional Music
Smithsonian/Folkways Recordings

Research
Laura Leininger

Photographic and Map Resources Provided by the National Geographic Society. Additional Photography Provided by The Image Bank and Magnum Photos, Inc.

contents

Volume One, Number One

1 **At a Glance**
Everything you need to know to get on a case, fast.

2 **On Assignment**
Getting to know Acme Ace Detective, Sam ("Slam") Hammer.

4 **Communiques from the Field**
Timely reports from Acme's far-flung team of operatives.

5 **Up and Running**
Installing the latest in CrimeStopper gadgetry.
By Warren, The Warrant Robot

7 **High Tech Detecting**
An in-depth overview of what it takes to track down culprits today.
By Doug Carlston

9 **Buttons, Whistles and Bells**
The hows and whats of using your Videophone and Dataminder.
By Sam ("Slam") Hammer

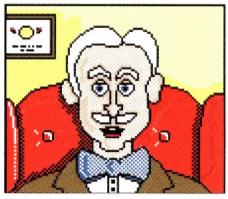
13 **Smoother Sleuthing**
Valuable tips on how to unravel clues from the best in the business.
By The Chief

15 **Destinations of Mystery and Intrigue**
Chasing Carmen will take you all over the world . . . and here's the map to prove it.

17 **V.I.L.E. Watch**
Who's who on the international crime front.
By Anna Ijo

29 **The World in Pictures**
Click, click, click: who in the world takes all those beautiful photos?

SOME OF OUR CONTRIBUTORS



The Chief

As the Head of the Acme Detective Agency, THE CHIEF has had a lot of experience with Carmen and her gang. He shares his approach to successfully cracking a case in "Smoother Sleuthing."

Anna Ijo

A veritable wealth of information, ANNA has graciously provided us with the scoop on Carmen and each of her gang members. An accomplished Acme informant, Ms. IJO has surreptitiously gathered her facts over the years.

Warren, the Warrant Robot

Since he never needs to eat or sleep, WARREN is available at any hour of the day or night to help detectives with their long distance data processing. In this issue, he demystifies the technical aspects of getting your game "Up and Running."

at a glance

Many of the best minds at the Acme Detective Agency contributed to this edition so I recommend that all new detectives take the time to read this informative compilation with care.

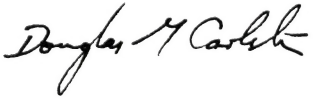
However, to get on the case fast, turn on your computer and start up *Where in the World is Carmen Sandiego? Deluxe Edition*. You can interrupt the title sequence by pressing any key. Turn on your CrimeStopper Videophone and Dataminder, then register with Acme and get your first case from The Chief.

After studying your Detective Brief, click the TRAVEL button to fly to the scene of the crime. To start investigating, click one of the lines on the Note Pad. With a click on each "to do" item you will discover different clues as to the thief's whereabouts, appearance or character traits. Click the EVIDENCE button to log all the character clues you collect in the Evidence Database.

While you continue your search, the Evidence Database will save your information so you can eventually obtain a warrant for the criminal's arrest. When you believe you've collected enough character clues, click the WARRANT auto dial button on your Videophone to have a warrant issued from Headquarters. You may have to find additional clues if your evidence indicates more than one of Carmen's gangsters as possible suspects. Obtaining a warrant is very important. If you don't have one, you won't be able to arrest the thief once you catch up with him or her.

When you're ready for the next leg of the chase, click the TRAVEL button, choose from a list of possible destinations and you'll soon be on the criminal's trail. Work quickly! You have only six days to solve each case.

Happy Hunting,



Doug Carlston
Editor in Chief

on assignment

As a child, Sam ("Slam") Hammer's favorite games were cops and robbers and hide-and-seek. While other kids were playing house and doctor, he'd be playing jail, happily hauling his little playmates off to the pokey.

His childhood heroes weren't baseball or football stars; they were J. Edgar Hoover, Joe Friday, Sherlock Holmes and Jasper West (the hard-nosed police chief in Sam's home town).

Since "Slam" was one of the first Acme agents to be equipped with the new Videophone and Dataminder, we went to him for a hands-on evaluation. He claims they're the biggest advances in law enforcement technology since the invention of the police whistle. He's especially keen on the Videophone. "You can be in instant communication with Acme's extensive information network from anywhere in the world," he says enthusiastically. "Why, back in the early days, when we were on a remote stake-out, we had to use pigeons to send messages to The Chief." Reminiscing, he chuckles, "Sometimes the pigeons delivered more than just the message. Which didn't do much for The Chief's mood, not to mention his cleaning bill."

Watch for our next story by "Slam," "Cornering Carmen in the Roundhouse."

X-RAY MAGNIFYING GLASS

Equipped with a powerful X-ray scanner, this magnifying glass comes in handy when trying to catch thieves passing through customs.

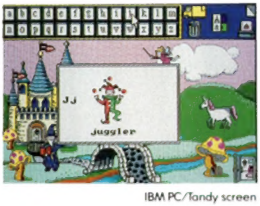
NOW IN 256 BRILLIANT COLORS FOR MACINTOSH

The Playroom™ turns child's play into child's learning.

In The Playroom your child will discover a delightful on-screen room filled with games, toys, surprises—and valuable learning experiences.

Exploring The Playroom, children soon start learning about letters, numbers and time. More importantly, they learn that learning itself can be an exciting adventure.

Pepper Mouse will be your child's friendly guide to many of the activities. (There's even a cute little Pepper Mouse toy right in the package!)



IBM PC/Tandy screen

THE ABC BOOK

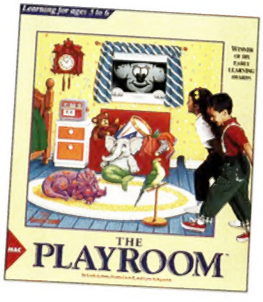
When your child selects items in the room, such as this book, they lead to fascinating activities. Some teach reading or math readiness. Others encourage creativity. Still others are just plain fun.

In The Playroom, children learn essential skills... at their own pace!

- *Early math*
- *Reading readiness*
- *Telling time*
- *Beginning keyboarding*
- *Art & creativity*
- *Logical thinking*
- *Spelling and more...*

- ☑ **Includes Parents' Guide**
- ☑ **Entertaining graphics**
- ☑ **Digitized sounds**

Available for IBM® PC/Tandy,® Apple,® and Macintosh®.



Brøderbund®

For more information about Brøderbund Software and our products, call (800) 521-6263.

© Copyright 1989, 1992 Brøderbund Software, Inc., 500 Redwood Blvd., Novato, CA 94948-6121. All rights reserved.

communiques from the field

catching Carmen: a personal account

The night was cold as I searched the area for the outlaw, Carmen Sandiego. I'd been waiting for this night and traveled from Sydney to Rome just to get a chance at catching that slippery criminal. Everything had been checked, I had the warrant and the eye witnesses. All I had to do was catch her. "There she goes. Go get her, boys."

After a short pursuit, my men managed to catch Carmen. She was convicted in court and thrown into jail. The most active gang leader in the world was finally locked behind bars. At last I could rest, knowing that the treasures of the world were safe.

I went home. The next day in the mail was the new Brøderbund catalog. I opened it quickly to the centerfold and was shocked to read the headline: "Carmen and Her Gang are Back! This Time in Europe and the USA." The chase was on again . . .

G. T.

school days

I am an eighth grader in the Northwest Suburbs of Illinois, and I dislike my history and geography class completely. With the help of Carmen, my friends and I have learned a lot of info we should have learned in school. I really enjoy using all four of the Carmen games and hope to see more on the market.

C. M. Y.

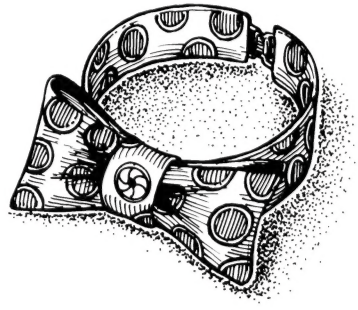
fan mail

We are some of your biggest fans. We play your game everyday after school. Our names are: Jason, 10; Patrick, 11; Ricky, 8; and Victor, 8. We live in the state of Virginia. We are very good at your game. We want to make a detective game having to do with space and the future. We want some advice on a title and some ideas for the game.

Your Fans,
The M. and M. Families

I love your software! They're the greatest. I'm a big fan of Carmen Sandiego. What's that quadruple agent up to? I have all the Carmen series and play them every day. My favorite is *Where in the World is Carmen Sandiego?* I'm looking forward to new software especially about Carmen and her gang.

W. C.



BOW TIE CAMERA

The Chief's favorite and one of the most effective of all sleuthing tools. With a normal adjustment to the bow tie, the shutter is tripped and voila, the villain is caught on film.

up and running

INSTALLING YOUR CRIMESTOPPER GADGETRY

by Warren, the Warrant Robot

We know that serious Acme Detectives want to track down Carmen and her gang as fast as they can. With this in mind, we have made installing the program quick and easy as possible. The following system requirements are necessary to install and run this exciting game:

IBM floppy disk hardware requirements:

- 10 MHz 286 or faster machine
- 640K RAM and Hard Disk with 6 MB free space
- MS/PC DOS 3.1 or higher
- VGA Monitor Card
- 1.2 MB 5.25" or 720K 3.5" Floppy Disk Drive

To hear the digitized voices and sound effects you will need a Sound Blaster, Pro Audio Spectrum, CompuAdd Multimedia Card, Sound Source, or a PS/1 or Tandy computer equipped with support for digitized sound. If you do not have the hardware to support the digitized voices of the Videophone characters, you will be able to read their messages in your Dataminder. The musical score is best heard on the Sound Blaster, Roland MT-32/CM-32L/LAPC-1, or Ad Lib sound cards. Without one of these, you will hear a reduced version of the musical score. Additional sound cards may be supported. See the setup program for the latest list of supported hardware.

IBM CD-ROM hardware requirements:

- 10 MHz 286 or faster machine
- 640K RAM, Hard Disk, CD-ROM Drive
- MS/PC-DOS 3.1 or higher
- VGA Monitor Card
- One of the following sound devices: Sound Blaster, Sound Blaster Pro, Tandy Digital Sound (DAC), Pro Audio Spectrum, PS/1 Audio Option, CompuAdd Multimedia Card, Thunder Board

Macintosh hardware requirements:

- Macintosh LC, II, IIx, IIcx, IIsi, IIci, IIfx
- 256-color monitor
- 4 MB RAM
- Hard disk with 9 MB free space
- System 6.0.7 or higher

back up - floppy disk versions

Your license agreement authorizes you to make one back up copy of each disk. Make a copy of each disk now. After installing the program on your hard disk, store the original and back up disks in a safe place.

IBM hard disk install

Turn on your computer. Go to a DOS prompt and insert DISK 1 of *Where in the World is Carmen Sandiego? Deluxe Edition* into your disk drive. Change the DOS prompt to this drive and type SETUP. You will see a menu that allows you to specify the hardware configuration of your computer. Using the Up and Down arrow keys, highlight the feature you want to configure and press Enter. You will see a list of choices. Select the correct option and press Enter. Additional information about each option is provided at the bottom of the screen.

After you have configured each feature to match your computer, highlight INSTALL and press enter. Specify the Source Drive or press Enter if the default is correct. Next, specify the Destination Drive and Path or press Enter if the default is correct. Finally, your hard disk will be checked to assure enough space is available. If there is not enough space on your hard disk, you must escape to DOS and make room for the program. After the installation is complete, highlight EXIT TO DOS and press Enter. Then type CARMEN to run the game.

CD-ROM startup

Insert the CD-ROM into your CD-ROM drive. Set the current directory to the location of your CD-ROM drive and type SETUP. Set up your computer hardware configuration as explained above in IBM hard disk install. Instead of specifying the Source Drive you will specify the CD-ROM Drive. A directory and batch file will be created on your hard disk from which you will run the Carmen program. When asked to specify a Destination Drive and Path either change the default or press Enter. To run the game, type CARMEN from this directory on your hard disk.

To learn more about the licensed material in the product type SOURCE. You will discover information about the music and photographs in the product as well as how to order music from the Smithsonian/Folkways Recordings.

Macintosh hard disk install

Turn on your computer. Before you begin installing the program make sure you have approximately 9 MB of available space on your hard drive. Insert DISK 1 and double click on the *Install* icon. Follow the on-screen instructions or refer to the Quick Install card for more detailed instructions.

Before running the program, make sure your monitor is in 256-color mode. To do this, pull down the Apple menu, select Control Panel, then select monitor and highlight 256-color mode. To start the game, double click on the Carmen icon. While playing the game, if you would like to switch off the Apple menu bar at the top of the screen, pull down the Options menu and select *Hide Menu bar.*

The game also will support MultiFinder but you must make sure you have approximately 2.5 MB of free memory available to run the program.

using the program

To move the on-screen arrow, use either a mouse or the arrow keys on the keyboard (IBM versions only). When the on-screen arrow is over your selection, click your mouse or press ENTER or ↵ on the keyboard.

Should you experience difficulties with the program please see the technical information section on page 32.

high tech detecting

WORKING AT ACME

by Doug Carlston

Using your high-tech patented Acme CrimeStopper gadgetry, you can solve crimes around the world without being tied down to an office. Working together like a paperless fax machine and an electronic organizer, the Videophone and Dataminder give you all the tools you need to collect, store and transmit your detective data. Keep track of this powerful device at all times.

signing in

To activate your patented CrimeStopper gadgetry and register your location with Acme, click the ON/OFF button on the Videophone and sign in. Type in your name or an occupational alias and press ENTER or ↵ on the keyboard. You can also click the mouse when the arrow is over the appropriate letter. When you are finished entering your name, click on the SEND/RECEIVE button. Almost immediately you and your location will be registered on the Acme Satellite Network and The Chief will give you your new case.

your assignment

Through the mini-monitor on the Videophone you can see and communicate with The Chief, your informants and Warren, the Warrant Robot. All messages transmitted over the Videophone are decoded and displayed in the Dataminder. Additionally, the Dataminder recognizes and identifies any voice transmitted through the Videophone.

Once you are registered on the Acme Satellite Network, The Chief will transmit information pertaining to your new case. The Detective Brief gives you the case number and deadline, your name and rank, as well as the missing treasure and the country from which it was stolen. After reviewing your Detective Brief, you must leave immediately. To contact the Employee Travel Service and receive your flight itinerary, click the TRAVEL autodial button on the Videophone. The Employee Travel Service will make all of your travel arrangements. Within seconds you will be at the scene of the crime ready to get your detective work under way.

As soon as you arrive in each country, the Dataminder provides you with valuable information about your current locale. Not only does this knowledge help you while you're there sleuthing around, it may come in handy in future destinations or games.

The Dataminder has four modes of operation which are discussed in the next article: Buttons, Whistles and Bells. If at any time during use of one of these modes, you want to review the country information that first appeared in the Dataminder, press the CANCEL/DELETE button.

Clicking on each of the lines of the Note Pad reveals clues about the country to which the villain has fled or who the suspect is. This convenient "To Do" list reminds you of all the things you need to do to crack your case.

object of the game

The thief is heading for a hideout in one of 45 locations (or 60 locations in the CD-ROM version) around the world. There are twenty suspects for the crime. To win the game and advance your career, you must accomplish two tasks before your deadline:

1. Track the criminal's movements to his or her final destination. You'll have to use the clues you find in each location to determine where the criminal is going next.

2. Identify the criminal and get a warrant for his or her arrest. You'll get clues to the criminal's identity as you interview witnesses and informants, and call Crime Net during your pursuit.

Warrants are issued by Warren, the Warrant Robot based on information you've entered in the Evidence Database. As you find clues to the criminal's identity, be sure to log them into the Evidence Database. You must obtain a warrant for the guilty criminal before you catch up with him or her. Otherwise the criminal will escape and you may want to reconsider your career as a detective. The use of the CrimeStopper gadgetry and the Evidence Database will be explained fully in the next section: Buttons, Whistles and Bells.

As you complete cases you will receive promotions. You start as a Gumshoe, and move up through eight ranks finally reaching Super Sleuth. Completing your course of duty as a Super Sleuth will allow you to be inducted into the Hall of Fame. You can view the list of Hall of Famers by clicking the OPTIONS button on the Dataminder and then selecting Hall of Fame. Once you've been inducted into the Hall of Fame and have solved 80 cases, you are retired from active duty. You can continue to serve Acme by signing in under an alias, a good idea as Carmen's gang may be after you.

Before being promoted to each new level, you must pass a Qualification Quiz using *The World Almanac and Book of Facts*, included in the package. You will have three chances to answer correctly. If you pass, you will be immediately promoted. If you fail, you will need to solve another case before you can retake the quiz.

resuming a saved case

Incomplete cases are saved automatically under your name if you quit the game before it is completed. When you register with the Acme Satellite Network under the same name, you will be asked if you want to resume that case. If you do, click the SEND/RECEIVE button on the Dataminder. Your CrimeStopper gadgetry will then refresh your memory as to the state of the case when you saved it, and you will be whisked off to the location where you left off. If you don't wish to resume the case in progress, click the CANCEL/DELETE button on the Dataminder. The saved game will then be lost when you start a new case.

BROOCH CAMERA

For the fashionable detective . . . Even the most vigilant villains won't realize their portraits are being taken, close-up.

buttons, whistles & bells

A CRIMESTOPPER GADGETRY USER'S GUIDE

by Sam ("Slam") Hammer

Acme's patented CrimeStopper gadgetry uses the latest sleuthing tools modern technology has to offer. The high-tech unit has been designed to help make your hunts efficient and effective. Once you learn how to use the Videophone and Dataminder buttons together with the Note Pad, not only will you keep Carmen's pack of thieves running, you'll catch them.

on/off button

The ON/OFF button on the Videophone turns the CrimeStopper Gadgetry on and off. After the opening sequence, click ON to activate your CrimeStopper Gadgetry and begin working on your case. Click OFF to quit at any point during the game. You can also quit by pressing the Control and Q keys on your keyboard simultaneously.

mute button

The MUTE button on the Videophone turns the sound of your CrimeStopper Gadgetry on and off. On the CD-ROM version, to turn off the folkmusic only, press the Control and F keys on your keyboard simultaneously.

travel button

When you start a new case, click the TRAVEL button on the Videophone to get your flight itinerary from the Employee Travel Service and fly to your first destination. Once the chase is on, the TRAVEL button will display a list of the thief's five possible destinations. The same cities are highlighted in yellow on the world map. Your current location appears in white. Headquarters is always on the map, also in yellow.

Clicking the city name, either on the Dataminder or the map, will take you to the country in which that city is found. If you click Acme Headquarters on the map, you can start a new case or assign a new detective to a new case.

When you arrive at your destination, facts about the country appear in the Dataminder. You can use the TRAVEL button to preview the list of destinations to help you evaluate clues. If you are not ready to make your next move, you can hide the list of destinations by clicking the CANCEL/DELETE button. The description of your current location will reappear in the Dataminder.

country button

The COUNTRY button on the Dataminder provides you with additional information about the countries that are known V.I.L.E. bases of operation. When you click the COUNTRY button, the light under it is highlighted to show that you are in the Dataminder's Country mode and a partial listing of the available countries appears in the Dataminder. Click the flashing MORE button to cycle through the complete list. Select a country by clicking on it and additional information will be displayed along with a map of the region. To leave the Country mode, click CANCEL/DELETE. The description of your current location will reappear in the Dataminder.

the note pad

As a detective, all of your investigative methods are found on the Note Pad. By clicking each line, you will be able to:

1) question a witness, 2) search the scene, or 3) call Crime Net.

Witnesses and Crime Net will clue you in on the villain's next destination as well as his or her appearance and character traits. When you search the scene you will gain information on the villain's destination only. Occasionally, you will have the opportunity to question an informant who will give you additional character clues.

Be sure to log all of the character clues you collect in the Evidence Database. You'll need them to obtain a warrant. For more information on deciphering clues, and suggestions for using *The World Almanac and Book of Facts* see the article *Smoother Sleuthing.*

Each line on the Note Pad will provide you with a different clue. You may not need all of the clues to determine where to go next, but you may miss a character clue if you skip some. Whatever you do, work quickly! You have only six days to solve each case. The clock on the Videophone displays the date and time as the case progresses.

crime net button

When investigating the crime you can call Crime Net, Acme's corporate network and electronic mailbox. Other detectives working on different cases may turn up clues that pertain to your case. You can access this information by clicking the CRIME NET autodial button on the Videophone or the Crime Net line on the Note Pad.

number buttons

When making contact with your informants, you can dial their telephone numbers using the number buttons on the Videophone. Click each number with the mouse or press the same numbers on the keyboard and then press ENTER or ↵ on the keyboard. The telephone number dialed is displayed in the window on the Videophone.

evidence button

Clicking the EVIDENCE button activates the Dataminder's Evidence mode, allowing you to log information you've gathered from character clues into the Dataminder's Evidence Database. The villain's sex, hair color, eye color, hobby, food, feature and vehicle appear in the Dataminder. Click the mouse on the character trait you wish to log. Pressing the cursor keys or ENTER on the keyboard or clicking the mouse will cycle through the list of character traits contained in the Evidence Database. Stop when the trait you have uncovered is displayed.

Once you've collected enough clues, you can apply for a warrant by clicking the SEND/RECEIVE button on the Dataminder. This activates Warren, the Warrant Robot who analyzes your data and scans all of the gang's dossiers for any possible matches. If the Robot finds a single match you are issued a warrant. If more than one gang member's dossier matches the clues you've entered, you are given a list of possible suspects. You'll need to collect more clues to get a warrant.

Note: Only one warrant can be active at a time. If you modify or add to the Evidence Database and then choose

SEND/RECEIVE, any existing warrant will be voided if a new warrant is issued.

To leave the Evidence Database click CANCEL/DELETE or any other button on the Dataminder.

warrant button

Clicking the WARRANT autodial button on the Videophone activates Warren, the Warrant Robot in the Acme Warrant Department. He will ask you to transmit your evidence using the SEND/RECEIVE button on the Dataminder. Obtaining a warrant is very important. Without one, you won't be able to arrest the thief once you catch up with him or her.

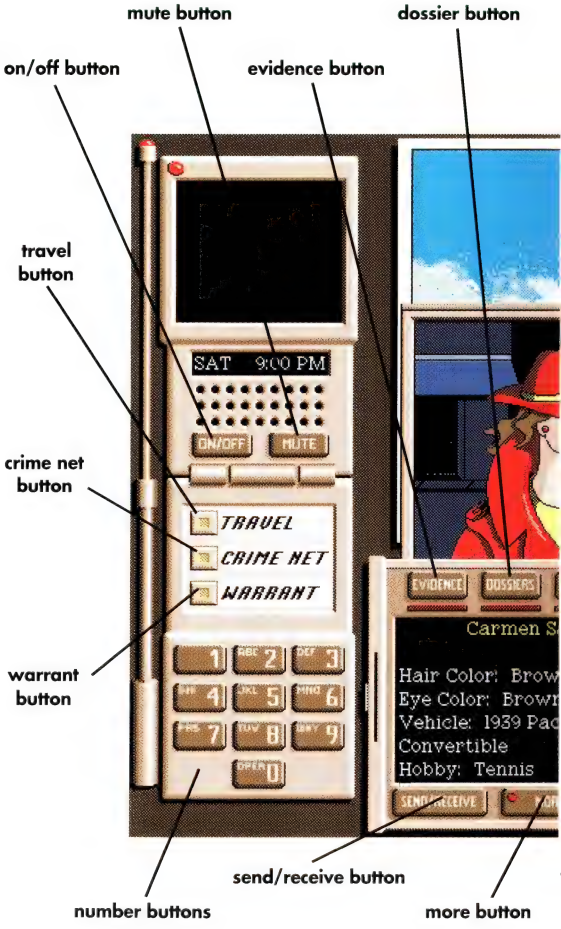
dossier button

Clicking the DOSSIER button activates the Dataminder's Dossier mode and gives you access to the dossier files that are kept on each of Carmen's band of villains. A partial list of twenty suspects appears in the Dataminder. Click the flashing MORE button to cycle through the complete list. To see a suspect's picture and modus operandi, click the mouse on his or her name or press ENTER or ↵.

If you have a list of two or three possible suspects from the Warrant Robot, seeing their pictures and M.O.'s may help you remember character clues that you have forgotten to enter into the Evidence Database.

more button

When the MORE button is flashing, it indicates that there is additional information available in the Dataminder. Click the MORE button or press ENTER or ↵ to access the additional data or list.



options button

The OPTIONS button activates the Dataminder's Options mode and gives you access to Case Details, the Detective Roster, and the Hall of Fame. To view the Options Menu, click the OPTIONS button.

Click on Case Details to review the Detective Brief at any time during the game. Click the CANCEL/DELETE button to hide the Detective Brief.

Click on Detective Roster to see a listing of known detectives or an individual's Detective Profile. If more than eight names are listed, the MORE button will be flashing. Click the MORE button to access other names in the Roster. The Detective Roster can hold up to 32 names. If it is full, you need to delete a name in order to sign in. Click on the name that you wish to delete. It will be highlighted in red and you will see that person's Detective Profile. You can now delete it by clicking the CANCEL/DELETE button. If you decide not to delete that name, click the MORE button to close the Detective Profile and continue the game.

Click on Hall of Fame to access the list of retired Hall of Fame detectives. When you have finished viewing the Hall of Fame, click the CANCEL/DELETE button to return to normal operating mode.

send/receive button

You can use the SEND/RECEIVE button several ways. When you sign in and register with Acme at the beginning of the game, you can click on the SEND/RECEIVE button to resume work on a case saved under your name. Also, you will be asked to click the SEND/RECEIVE button when you need to transmit or download information to and from Acme Headquarters.

cancel/delete button

You can click the CANCEL/DELETE button to cancel your last move, such as clicking the TRAVEL button. If you are in one of the Dataminder modes, such as the Dossier mode, clicking the CANCEL/DELETE button will put the Dataminder into a neutral mode and bring the description of your current location back into the Dataminder.

smoother sleuthing

. . .

by The Chief

There's nothing like cracking a challenging case! As a beginning detective, learning to decipher your clues accurately and efficiently will be the key to your success. Remember to work quickly because you have only six days. You can keep track of the time with the clock on the Videophone. Don't waste time traveling to a destination unless you're sure it's the one to which the suspect has fled.

hints

You'll know you're on the right track when you see a suspicious person or occurrence soon after you arrive at your current location. The thief cleverly stays in hiding, and orders a V.I.L.E. (Villains' International League of Evil) crony to check you out. If you interrogate a witness and he or she knows nothing, you're probably in the wrong location.

No thief worth his or her salt gives up without a fight. The closer you get, the more dangerous your situation becomes. Beware of sneak attacks – they mean you're closing in on your suspect's hideout. Make sure that you get a warrant before you close in, or else the criminal will get away. If you have arrived without a warrant and you get a sneak attack, you may want to return to the previous location to gather more clues and obtain a warrant.

Analysis completed by the Warrant Department is costly. Remember you are probably calling from the opposite side of the world to headquarters in San Francisco. Every time you ask Warren, the Warrant Robot to review your evidence you are using up valuable time. Be sure you obtain an arrest warrant from the Warrant Department before you catch up with the thief. Without a warrant for the correct suspect, you can't make an arrest and the thief will slip through your fingers.

It's a good idea to keep notes on paper as you gather clues. Although your most important investigative tool is *The World Almanac and Book of Facts*, it does not contain all the information that would be needed to decode all the clues. You will find additional information that will help you decipher clues in the country descriptions that appear in the Dataminder. It will be very helpful to have a dictionary, set of encyclopedias, atlas or desk encyclopedia handy while you're working. Keep track of everything, you never know what might be important.

Don't waste time playing tourist or aimlessly criss-crossing the globe. Instead, use *The World Almanac and Book of Facts* to decipher clues and keep your investigation time down. Check the possible airline departures for a listing of the cities to which the thief might have fled (See description of the TRAVEL button). Start at the General Index of *The World Almanac and Book of Facts*, located in the front of the book, to find the country or other subject in question. Clues can point to either the connecting cities or other locations within those countries.

Don't get discouraged. Even a Master Detective can't solve every case. The more you play, the better detective you'll become. Every case is different. Whenever you begin a new assignment, you start at a new city. You'll be looking for a new stolen treasure and a new suspect. Remember that as you

rise up through the ranks, the cases become more difficult.

If you've reached the top of the detective ranks and have been retired, you can get back on the job by using an assumed name. Your real name could be on a hit list!

You'll find it easier to locate the information you need to decipher your clues if you become familiar with your copy of *The World Almanac and Book of Facts*. Notice that within each major section are subsections containing specific types of information that may be helpful to you. For example, if you turn to the World Facts section, you will find information about volcanoes, mountains, oceans, rivers, and more.

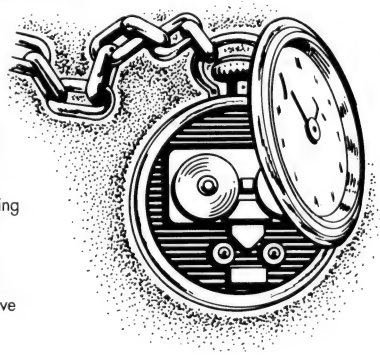
deciphering some sample clues

Let's say you question a librarian and she tells you, "He was browsing through the stacks looking for books on ancient Sumeria." You are not certain which country the clue should take you to. First, check your available destinations by contacting the Employee Travel Service. This will narrow down your search. The possible destinations might be Baghdad, Montreal, London and Oslo. Next, check your Official Interpol Map to identify the countries where each city is located. You'll find Baghdad in Iraq, Montreal in Canada, London in the United Kingdom and Oslo in Norway. By reading about each country in the Nations of the World section of *The World Almanac and Book of Facts*, you will discover that Iraq originated from the Sumerian culture that dates back to 3,000 B.C. You would then know that you must travel to Iraq.

Other sections of the World Almanac will also be helpful in deciphering clues, such as Science and Technology, The Environment, Awards, Noted Personalities, The Flag and Map Section, World History, World Facts, and Sports.

Suppose Crime Net informs you that the suspect has sailed away in a sloop flying a red, white and black flag. Check the Flag section of *The World Almanac and Book of Facts* to discover which of the possible destinations has a red, white and black flag. If two possible countries have red, white and black flags, use one of the other clues to determine your next destination.

Finally, looking up words you don't know in the dictionary is another good way to decode clues. Let's say you call Crime Net and they tell you, "We've heard this person has caliph ancestry." You look up the word caliph in the dictionary where it is defined as the secular and religious head of a Moslem state. This narrows down your search to a country where Islam is the dominant religion. If more than one destination fits this description, use another clue to get more specific information.



POCKET WATCH TAPE RECORDER

The winder also clicks, camouflaging the easy record on/off feature. Placing it in one's outer vest pocket provides superlative sound quality.

destinations of my

KNOWN V.I.L.E. OPE

Statute Miles 400 0 400 1200 2000 2800

Kilometers 400 0 400 1200 2000 2800 3600 4400

stery and intrigue

RATIONAL BASES

ROBINSON PROJECTION

More than one hundred world map projections have been invented for drawing a three-dimensional shape onto flat paper, including shapes such as a rectangle, circle, ellipse, star, heart, even a butterfly. The Robinson projection was named after Arthur H. Robinson of the University of Wisconsin at Madison. It provides an uninterrupted projection that displays the features of the earth and their relationships to one another as accurately and with as little distortion as possible.

v.i.l.e. watch: a gallery of villains

WHO'S WHO ON THE INTERNATIONAL CRIME FRONT

by Anna Ijo

The following information has been secretly gleaned from Interpol's files. While brief, these descriptions may contain valuable clues to be used in tracking down and identifying members of the V.I.L.E. organization.

NAME:	CARMEN SANDIEGO
HAIR:	BROWN
EYES:	BROWN
HEIGHT:	5' 9"
VEHICLE:	CONVERTIBLE

Carmen Sandiego is reported to be an agent, double agent, triple agent and quadruple agent for so many countries that even she has forgotten which one she is working for.

The brown-haired founder of the Villains' International League of Evil (V.I.L.E.) has recruited the most cunning and resourceful band of thieves in history. She rarely gets directly involved in a crime, preferring to concentrate her considerable talents on planning thefts no one else would even dare consider. (See SFPD Case #784-34-87655, The Missing Bridge). As she has accumulated a considerable fortune through legitimate investments and shrewd business deals, it has baffled law enforcement agencies around the world why she continues her life of crime. Acme's staff analyst has completed a psychological profile of the lady and has concluded that she commits crimes just for the intellectual challenge. During her years as a Monacan secret agent, she generally posed as a tennis pro and always traveled to and from the matches in her 1939 Packard convertible. Carmen has a fondness for tacos. Carmen never appears in public without her famous ruby necklace "The Moon of Moldavia" and her hat, always worn at just the right angle to cover her face, making recognition almost impossible.

NAME:	YUL B. SORRY
HAIR:	BLACK
EYES:	GRAY
HEIGHT:	5' 8"
VEHICLE:	MOTORCYCLE

Dubbed "The Messenger", Yul thunders through city streets and the countryside on his Bimota Tuatara motorcycle delivering Carmen's communiques to covert contacts. His day job is delivering singing telegrams for Western Bunion in a piercing falsetto voice. Yul commits to memory and then destroys all messages, names, addresses and code words. This is a weakness because he has less than perfect recall. Yul is an imposing figure with piercing gray eyes, jet-black hair and a cross-hatched scar on his left cheek that you could play tic-tac-toe on. Yul surprises the public with his spontaneous, side splitting stand-up comedy routines. He enjoys mixing with the upper crust and occasionally stops in at a local country club for a set or two of tennis, a pedicure, and his "businessman's lunch" consisting of two Twinkies, a cherry cola and a side order of onion rings drowned in ketchup. Yul is a long time friend of Katherine "Boom-Boom" Drib who is constantly trying to improve his eating habits.

NAME:	NICK BRUNCH
HAIR:	BLACK
EYES:	GREEN
HEIGHT:	6' 3"
VEHICLE:	MOTORCYCLE

A hard-boiled ex-private eye, ear, nose and throat, Nick tries to emulate Sam Spade but is more like an ordinary shovel. The only things that interest Nick are fast cars and faster women. He'll never turn down a caper that permits him to live in the fast lane. An avid mountain climber, Brunch was last seen roaring through an Alpine village on his Kamikaze-1250 motorcycle. Nick generally wears a snap-brimmed fedora and always carries a soiled trenchcoat draped over his shoulder regardless of the weather. He sports a Dick Tracy Crimefighter's ring on his left hand. A close friend of Scar Graynolt, they share a common interest in Mexican food. Brunch has black hair, green eyes and a seedy moustache.

NAME:	ROBIN BANKS
HAIR:	BROWN
EYES:	BROWN
HEIGHT:	5' 10"
VEHICLE:	CONVERTIBLE

Having made a small fortune in radio ministering to religious baseball fanatics as Reverend of the Church of the Holy Sox, Robin bought an Army surplus helicopter and a feather boa and tried to turn millions into billions with "Robin's House-Plant Dusting: We Drop In Anywhere." Only a modest success, Robin's big break came while hanging from a ledge near the top of Mount Kilimanjaro where he met Merey LaRoc, who pulled him into Carmen's gang to make use of his ace piloting skills. Extremely near-sighted and eschewing glasses due to extreme vanity, it is said that Robin badly misjudges distances and bumps into things, such as bridges, buildings and cliffs. Today Robin's helicopter business has successfully filled the niche of dropping neon ping pong balls and life size blow up dolls over outdoor rock concerts. A bit less dangerous on the ground, Robin can often be seen peeling out of seafood restaurant parking lots in his 1964 Mustang Convertible, wearing World War I flying ace goggles and an old army distressed leather jacket, his coffee-colored toupee flapping in the breeze. A bit of a nostalgist, Robin has dreamy brown eyes.

NAME:	FAST EDDIE B.
HAIR:	BLACK
EYES:	BROWN
HEIGHT:	5' 7"
VEHICLE:	CONVERTIBLE

Fast Eddie, gentlemen thief and society cat burglar, mixes easily with the jet set and can usually be found at one of PEOPLE Magazine's top 10 playgrounds for the rich. Impeccably groomed at all times, he once fought a duel with a waiter who spilled a drop of hot sauce on his white linen suit in his favorite Mexican restaurant. His most famous crime was

the theft of a damask tablecloth. Posing as a waiter, Fast Eddie removed it from the table during a state dinner for the Ambassador without spilling a drop or breaking a plate. In fact, the theft wasn't even noticed until dessert was served. A world class croquet player, he always carries his custom-made set of mallets in the trunk of his convertible. This raven-haired, brown-eyed criminal mastermind always leaves a diamond stickpin at the scene as his trademark.

NAME:	ROSA SARROSAS-ARROZ
HAIR:	RED
EYES:	BROWN
HEIGHT:	5' 1"
VEHICLE:	MOTORCYCLE

The only child of a Peruvian bubblegum magnate, the outwardly demure Rosa was schooled at a convent, where she developed a taste for Chinese food and learned the art of flower arranging. Her passionate nature, however, is revealed in croquet where — fiery red hair tossing and brown eyes darting — she has a reputation as a merciless competitor. Attracted by Fast Eddie B.'s croquet skill, she joined Carmen's gang during the 1986 World Cup Croquet Matches. She operates Lima's most exclusive flower shop, making deliveries to her elite and aristocratic clientele on her rose-colored motorcycle with sidecar. A nimble-fingered whiz at bugging bouquets, Rosa provides Carmen's band of thieves with new heist ideas as unsuspecting party goers reveal the hiding places of their jewels and priceless treasures. Rosa's hands move quickly but if one gets a good look, they will notice a small scar on her left index finger from destemming a dozen roses in a rush years ago.

I THOUGHT I HAD THE BANK CAPER ALL FIGURED OUT BY COMPUTER.... BUT THE SOFTWARE GOT A VIRUS AND MY HENCHMEN GOT THE FLU!

NAME:	SARAH NADE
HAIR:	BLOND
EYES:	GRAY
HEIGHT:	5' 4 ½"
VEHICLE:	LIMOUSINE

By day, Sarah teaches piano and ocarina to fifth graders in Hanapepe, Kauai. By night, she is lead singer for The Sarcastic Fringeheads, a Hawaiian Island punk band. Her voice shatters glass: a convenient tool she uses for breaking-and-entering. Sarah has spent most of her life skin diving off the coast of the Hawaiian Islands searching for exotic coral, tropical fish, and a bass player for her band. Currently on the lam, she spends most of her time eating Chinese food and watching soap operas in her stretch limo, paid for by the royalties of the Fringeheads' latest hit, "You're My Honey Lamb (Shish-kabob, Shish-kabob)." Sarah is hopelessly hooked on soap operas. With a satellite dish mounted on her limousine, she can watch them anytime, anyplace, but constantly bungles her assignments on heists because she has to catch an important episode. When last seen, she had blond hair, gray eyes, and a cute little scar below her right ear in the shape of New Jersey.

NAME:	MEREY LAROC
HAIR:	BROWN
EYES:	GREEN
HEIGHT:	5' 7"
VEHICLE:	LIMOUSINE

Ms. LaRoc is a freelance aerobic dancer with gorgeous green eyes. For the past five years, this brunette beauty has been traveling around the world with a mobile health spa to conduct exercise classes for the extremely wealthy. When their schedules permit, Merey is accompanied by Dazzle Annie Nonker who gives a tough but inspiring talk on proper diet and vitamin therapy. Rumor has it that this is merely a cover for Merey's criminal activities. When she isn't pilfering the treasures of the world, Merey can usually be found participating in the good life. A world class mountain climber, she has a mania for fancy jewelry and spicy foods. Her favorite mode of travel is in the back of a fancy limousine where she can relax and plot her next job.

NAME:	SAM O'NELLA
HAIR:	BLOND
EYES:	GREEN
HEIGHT:	5'10"
VEHICLE:	SKATEBOARD

Picked up by Carmen while operating a floating crap game on the canals of Venice, Sam soon opened up his now-famous sandwich booth, "Sam O'Nella Heroes," which is mostly a front for Sam's crooked shell game. When Sam isn't out to lunch eating Chinese food, passers-by gape at his lightning-quick right hand shifting shells while his left is lifting their wallets. Sam often throws away his stolen loot on lottery games, especially "Scratchers." Sam's face is filled with more lines than a singles bar on Saturday night. He's been on the street since he was knee-high to a cricket. He wears a kerchief as a headband, ties his long, scraggly blond hair back in a ponytail and has green eyes. Well-marked by the ragged scar on his chin where he repeatedly cuts himself shaving, Sam attempts to stay one step ahead of the public by scooting through the city streets on a skateboard, his sandwich booth neatly folded into his backpack. When he gets a free moment he goes skin diving.

NAME:	BJORN TOULOUSE
HAIR:	BLOND
EYES:	BLUE
HEIGHT:	5' 8"
VEHICLE:	LIMOUSINE

Discovered by Carmen while working the engraving needle in a downtown Stockholm trophy shop, Bjorn's first counterfeiting project was the U.S. five-dollar bill. His nearly flawless reproduction led to his first arrest when eagle-eyed treasury officials spotted the diamond-stud earring on Abe Lincoln's portrait. Disguising his membership in Carmen's globetrotting gang, Bjorn joined the international tennis tour in 1977. Bjorn trains for his matches by stuffing himself with junk food and has yet to reach the second round of a tournament, although he did successfully return a serve in the Djibouti Open of 1983. Bjorn's curly blond locks, baby blue eyes, and pink rose tattoo make him a favorite with the ladies. In 85 countries on six continents, when he alights from his 1948 Packard limousine he is routinely mobbed by a gaggle of teenage girls, not to mention a horde of local gendarmes.

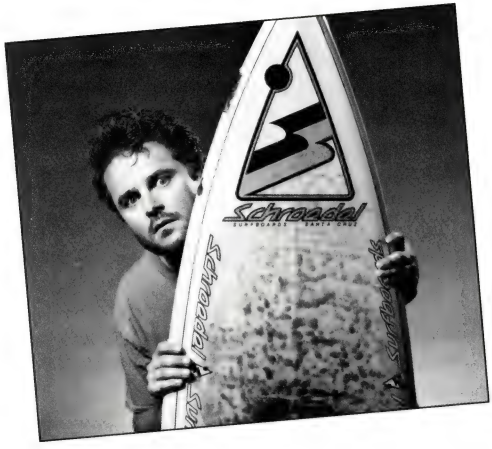
NAME:	IRMA DILLOW
HAIR:	BROWN
EYES:	GREEN
HEIGHT:	5' ½"
VEHICLE:	SKATEBOARD

Raised by a pack of Irish wolfhounds in the Mountains of Mayo, at 18 Irma entered animal husbandry school in order to find a husband. A zoologist and animal liberator extraordinaire, Irma has set up a world-wide chain of private wild game preserves called The Grass Menagerie. Irma piqued Carmen's interest with her infamous midnight raid on a Texas cattle ranch, freeing 5,000 steers who spent the next week attacking hamburger joints throughout Throckmorton County. An avid mountain climber, she has been known to disappear for months at a time with her best friend, Kona, a blue-fronted Amazon, surviving solely on processed cheese spread, powdered fruit punch and candy corn. Totally inept with anything mechanical or electrical, when asked to synchronize her watch for a heist, Irma fakes it by studying her bracelet intently, pressing it and calling out, "Two-thirty, check!" Possessed of striking evergreen eyes and chestnut-brown hair (which is really a wig), Irma speeds away from jobs on a personalized skateboard emblazoned with the phrase "Born to be Wild."

NAME:	LEN "RED" BULK
HAIR:	RED
EYES:	BLUE
HEIGHT:	5' 11"
VEHICLE:	CONVERTIBLE

An ex-professional hockey player and compulsive gambler, Len was barred from the rink for life when he was caught trying to bribe himself. Bitter and unemployed, Bulk was forced to turn to crime in order to support his gambling habit. He swears he will quit just as soon as he "wins the big one." Because of an unfortunate habit of blocking

too many shots with his head, Len will occasionally think he is a Big Horn sheep and begin climbing the nearest peak. His head blocking has also permanently obscured one of his baby blues with a puffy, black eye. Len cannot fit into any car that has a top, loves seafood and tries to impress strangers by showing them the tattoo of a mermaid on the thumb of his right hand. Nicknamed "Carrot Top" as a child, he now insists on gang members calling him "Red" when they're feeling affectionate or just tired of "Len."



NAME:	SANDY DUNES
HAIR:	BROWN
EYES:	BLUE
HEIGHT:	5' 8"
VEHICLE:	SKATEBOARD

It was Sandy who stole the cash from those hapless, trusting vacationers in the traveler's check commercials. A petty thief with very little hand-eye coordination, Sandy lives by his wits, which is to say, it's a wonder he's still breathing. A model for the phrase "unclear on the concept," Carmen uses him on small jobs, such as stealing a glance at someone. Although Sandy is often seen with a surf board, he is not a surfer, due to his fear of heights. Climbing a ladder makes his nose bleed and even standing on tiptoe gives him vertigo. Rumor has it that he recently circulated a petition to repeal the Law of Gravity. It's no surprise that he rides his skateboard on his stomach and would rather be skin diving. After eating, Sandy waits an hour before going near the water. Since he loves Chinese food, he's always famished an hour after he eats, and ends up being too hungry to go skin diving. Instead, he gets another plate of shrimp lo mein with bok choy. You can spot Sandy on the beach by his deep blue eyes, week-old beard, dark brown sideburns, and ill-fitting light brown toupee. Or just look for the scattered Chinese take-out containers.

EVIDENCE FILE

CASE NUMBER: 90Z4492
LOCATION: Beijing, China

Thumb print found on the keys to The Forbidden City.

NAME:	LADY AGATHA WAYLAND
HAIR:	RED
EYES:	GREEN
HEIGHT:	5' 9"
VEHICLE:	CONVERTIBLE

A colorful character with a predilection for sensible shoes, Lady Agatha is a reader of mystery stories set in upper-class English drawing rooms. She is very interested in amassing great wealth but has no ability at solving murder cases. After being denied entrance to Sherlock Holmes' Finishing School for the Fledgling Detective --17 times-- she joined Carmen's gang to get some hands-on experience. A compulsive lawbreaker, she loves to exceed the speed limit in her Denghby super-chauvinist speedster. Red tresses streaming in the open air, she drives through the countryside looking for great Mexican restaurants. An avid sportswoman, Lady Agatha has been known to pick up a few extra dollars on weekends trouncing unsuspecting locals at the local tennis courts. She is reported to have a diamond ring the size of a small grapefruit stolen from the Royal Treasury of Graustark. Lady Agatha has pale green eyes.

NAME:	LI NON MEE
HAIR:	BLACK
EYES:	BROWN
HEIGHT:	5' 4"
VEHICLE:	SKATEBOARD

Heiress to the fortune of Cambodian cosmetics king, Li Ky Penh, Li Non Mee quickly squandered the profits from her daddy's best-selling Lip Gloss line to support her life of leisure and operate her dog obedience school, Doggie Do. Flashing almond-shaped brown eyes, and wearing a long black wig spilling over with curls, Li bombs through shopping malls on her hot pink skateboard, stencilled with the words "Shoplift Till You Drop." One of Carmen's favorites for her dog training abilities, Li is often late for capers because she's getting dressed, putting on her face or doing her nails. You can pick Li out in a crowd by her nylon fishnet handbag, the size of a small hot air balloon, full of enough beauty aids to make up a Broadway chorus line and extra room for two croquet balls, Li's personalized mallet and a dozen wickets.

NAME:	IHOR IHOROVITCH
HAIR:	BLOND
EYES:	GREEN
HEIGHT:	6'
VEHICLE:	LIMOUSINE

Pretender to the Czarist throne and a lot of other things, too, Ihorovitch has an amazing ability to disappear from sight for varying amounts of time. A world class croquet tourney is the only event that will consistently bring him out of the woods. A likeable brute, Ihorovitch provides an additional hand for the mob's nefarious activities, although none of the gang members will comment on his pilfering abilities. He's as strong as an ox and almost as smart, and seems to have a great fascination for very large marsupials. Blond with green eyes and sporting a strange Ukrainian tattoo, he has been known to eat the contents of an entire lobster tank by himself. Ihorovitch has a color television set installed in his limousine so he doesn't have to miss Saturday morning cartoon shows.

NAME:	DAZZLE ANNIE NONKER
HAIR:	BLOND
EYES:	BLUE
HEIGHT:	5' 4"
VEHICLE:	LIMOUSINE

Born sole heir to the fortune of the shoelace king, Baron Franz von Nonker, Annie was quickly disinherited when she ran off with a Croatian tennis pro. Cast adrift when she failed to make the cut for the Davis Cup mixed doubles, she was forced to live by her wits and the paltry $3,000,000 she had been able to save out of her allowance. With this modest windfall and her innate grit, the blond-haired, blue-eyed bombshell was able to open Chez Acidophilus, the toughest yogurt bar east of Suez. Frequented by the dregs of humanity, Chez Acidophilus has become the headquarters for V.I.L.E. A health food nut who takes 32 vitamins, minerals and enzymes each day, Annie often misses her assignments when she gets carried away lecturing her guests about the nutritional benefits of a proper diet and vitamin therapy. Annie is rumored to have a tattoo and a craving for shellfish. She is known to drive a Bugatti limousine.

NAME:	SCAR GRAYNOLT
HAIR:	RED
EYES:	GRAY
HEIGHT:	6' 1"
VEHICLE:	LIMOUSINE

Scar plays the role of a mild-mannered folk guitarist, but in reality, he is a complete plug-ugly. While able to lull almost any audience into a trance with his obscure folk songs and wafting patchouli cologne, he often puts himself to sleep while performing and misses the crime entirely. Graynolt made a fortune selling reflective headbands to Scandinavian basketball teams allowing them to play outdoor games during the winter months. A super athlete, Scar plays killer croquet for money. One of his prize possessions is a five-carat pinky ring he won from Ihor Ihorovitch in a marathon match that lasted three days. Rarely seen in public, he rides around in a limousine with shaded windows with his trusted man-servant, a 6'8" sherpa called "The Asp," as his only companion. He is said to have red hair and gray eyes, and it is rumored that he can eat his weight in tacos.

NAME:	KATHERINE "BOOM-BOOM" DRIB
HAIR:	BROWN
EYES:	BLUE
HEIGHT:	5' 5"
VEHICLE:	MOTORCYCLE

Three-time winner of the Trans-Siberian motorcycle race, Drib is the official hostess for V.I.L.E. Always happy to plan a reunion, she works herself into a culinary frenzy preparing heaping amounts of assorted foods to keep the group from straying to the local Chinese take out or pizza joint. The brunette beauty, a one-time centerfold for *Popular Mechanics* magazine, is a fanatic about health and fitness. Although she has never actually attended a meeting, she is a charter member of Merey LaRoc's aerobic class. A gourmet cook specializing in seafood dishes, she is also fascinated with the concept of mountain climbing. She has blue eyes and a tattoo of an eagle on her left bicep.

NAME:	BESSIE MAE MUCHO
HAIR:	BLACK
EYES:	GRAY
HEIGHT:	5' 8"
VEHICLE:	CONVERTIBLE

Once world-renowned as "Madame Science," Bessie Mae's career decayed when an investigative science reporter discovered she was part of an international plutonium smuggling ring. As Bessie Mae turned her notable cerebral gifts to crime, Carmen snapped her up to handle high-tech heists. She now packs a laser-operated can opener to blast open safes, and her miniature electron accelerator provides just the extra pick-up needed to turn her pink Cadillac convertible into the ideal getaway car. Unfortunately, Bessie absent-mindedly parks it in "no parking" zones such as crosswalks, sidewalks and hotel lobbies, so it is invariably towed away when she returns from a heist. Consequently, she is on a first-name basis with dozens of tow-truck operators world-wide. Bessie has black hair and gray eyes and wears a sequined Geiger-counter brooch on her white lab coat, the pockets of which are generally filled with her favorite foods: pork rinds, jelly beans and cherry-flavored Pez. Bessie has been known to take on deep sea mining contracts to fund her nuclear experiments.

PEN MICROPHONE

A flexible tool for a variety of disguises, e.g. waitress, business man or nerd. This pen will never arouse any suspicion when you are secretly conducting and recording activities.

the world in pictures

National Geographic Photographers

Afghanistan	Thomas J. Abercrombie
Argentina	James P. Blair
Australia	Robert Madden
	Bates Littlehales
Austria	George F. Mobley
Brazil	Frank and Helen Schreider
China	James L. Stanfield
	Dean Conger
Cuba	James L. Stanfield
Egypt	Anne B. Keiser
France	David Arnold
Greece	Win Parks
Guatemala	Joseph J. Scherschel
Honduras	Otis Imboden
Iceland	Robert S. Patton
India	Bruce Dale
Indonesia	Win Parks
	Dean Conger
Iraq	Win Parks
Israel	James L. Stanfield
	Thomas Nebbia
Jamaica	Thomas Nebbia
	Bruce Dale
Kampuchea	Wilbur E. Garrett
Mali	Volkmar Wentzel
Mexico	Otis Imboden
Myanmar	Robert W. Moore
	Wilbur Garrett
Nepal	John Scofield
Norway	George F. Mobley
Pakistan	James L. Stanfield
	George F. Mobley
Panama	Bruce Dale
Peru	Luis Marden
Philippines	Paul A. Zahl
	Robert W. Moore
Poland	James L. Stanfield
South Korea	H. Edward Kim
Sri Lanka	Steve Raymer
Tanzania	Frank and Helen Schreider
Thailand	Albert Moldvay
United Kingdom	Jodi Cobb
USA	Steve Zerby
USSR	Dean Conger
Golden Gate Bridge	James L. Amos

The Image Bank Photographers

Argentina	Luis Padilla
Bolivia	Peter Thomann
Canada	Walter Bibikow
	Chuck Kuhn
Chile	Luis Castañeda
Ecuador	James H. Carmichael, Jr.
France	Steve Proehl
	Alain Choisnet
Germany	Paul Trummer
Guatemala	Luis Castañeda
Italy	Alfredo Tesi
	Guido Alberto Rossi
New Zealand	Faustino Sirven
	Ernst A. Jahn
Norway	J. Brignolo
Peru	Charles Weckler
	Alex Stewart
Singapore	Paul Nehrenz
South Africa	Paul Trummer
	Charles Weckler
Spain	Luis Castañeda
	Bernard Van Berg
	J. L. Stage
Sweden	Marvin E. Newman
	David J. Maenza

USA	Marc Romanelli
USSR	Marvin E. Newman
Venezuela	Juan M. Silva
Vietnam	Guido Alberto Rossi

Magnum Photos, Inc. Photographers

Germany	Thomas Hoepker
Iran	Bruno Barbey
Iraq	Marc Riboud
	S. Franklin
Mongolia	Hiroji Kubota
	Eve Arnold
Nigeria	Abbas
	Donald McCullin
	Bruno Barbey
Rwanda	Michael Nichols
Saudi Arabia	Bruno Barbey
South Korea	Dennis Stock
Sri Lanka	Bruno Barbey
Zaire	Abbas

Additional Photography Provided By:

Austria	Barbara Haskins
Canada	Patricia Leeds
Denmark	Barbara Haskins
Egypt	Russell Johnson
Greece	Russell Johnson
Iceland	Barbara Haskins
India	Barbara Haskins
	Elvira Lavell
Indonesia	Russell Johnson
Israel	Russell Johnson
	Peter Blacksberg
Italy	James Ream
Japan	Susan Raymond
Kenya	Patricia Leeds
Myanmar	Lynn Ferrin
Nepal	Lynn Ferrin
Papau New Guinea	Lynn Ferrin
Rwanda	The Wildlife Collection
Singapore	Russell Johnson
Tanzania	Elvira Lavell
Thailand	Tom Spaulding
Turkey	Russell Johnson
United Kingdom	Albert Streicher
Acme Building	Kevin Candland
Chinatown	Katie Candland
Hall of Fame	Katie Candland

The notorious Carmen Sandiego, ex-spy and founder of V.I.L.E. (Villains' International League of Evil), has been spotted in this area.

WHY ON EARTH IS CARMEN SANDIEGO ON EVERYONE'S MOST WANTED LIST?

Just about everybody is aching to get their hands on Carmen Sandiego's computer adventures.

Kids want them, because they love to play detective and chase the ex-spy turned international thief.

As a fearless Acme Detective, you'll travel to the four corners of the earth and even back into history!

Parents want them, because it's a joy to see kids soak up history and geography . . . and beg for more! (Besides, they also make great trivia games!)

Carmen and her wacky gang are out to swipe the world's most precious treasures. From the Taj Mahal to the Statue of Liberty's torch!

You can chase Carmen around the world, through Europe, across the United States . . . or even back through history.

To help track down the culprits, each program comes with an atlas, almanac or reference book. Use it to decipher clues. But remember, you don't have much time. And the more cases you crack, the tougher they get. The fun never ends!

So put Carmen at the head of your family's most-wanted list.

And pssst—the best place to start sleuthing is at your favorite software store.

WATCH THE CARMEN SANDIEGO GAME SHOW ON PBS! CHECK YOUR LOCAL LISTINGS.

Broderbund®

For a free catalog, write to us at 500 Redwood Blvd., Novato, CA 94948-6121 or call 1-800-521-6263.

©Copyright 1992, Broderbund Software, Inc. All rights reserved. Where in the World and Where in the USA is Carmen Sandiego? are registered trademarks of Broderbund Software, Inc. Where in Europe, Where in Time and Where in America's Past is Carmen Sandiego? are trademarks of Broderbund Software, Inc.

technical information

IBM Versions

saving and exiting

Should you experience difficulties when exiting the program or saving your rank, you may need to change the number of files that DOS has available to use. This procedure is different for machines that have DOS in ROM such as the PS-1.

DOS on Hard Disk. To check the number of files that DOS has available, from the C:> prompt type the following:

type config.sys <Enter>

You should see several lines on screen including one line that reads: files = x where x is a number normally in the 10 - 20 range. If the number is lower than 12, it should be increased by a minimum of 5. This can be done using any program, utility, or word processor capable of editing a text file, such as Edlin, the MS DOS 5.0 editor. Please see the documentation of these programs for instructions on editing a DOS file. If the number is already in the 25 - 35 range, it may still be necessary to increase this number for specific hardware/software configurations.

If you receive a message that says "File not found" you probably have a new system and must create this file. You can do this by typing the following two lines from the C:> prompt:

copy con config.sys <Enter>

files = 20 <Enter>

Now press the F6 function key and press Return. You will need to reboot your computer for this change to take effect.

DOS in ROM. If you are using a PS-1 or a Tandy machine with DOS in ROM, the procedure will be slightly different than the one outlined above. Please consult your computer User Manual for instructions on how to change or create your config.sys file. You may also need to examine and modify the options for how your system starts using the CUSTOMIZ program on PS-1 machines and the SETUP program on Tandy machines. Information on using these programs will also be found in the computer User Manual. If you have an existing config.sys file, be sure to make a back up copy of it before making any changes.

hardware conflicts

A complex hardware environment that might include a sound card, SCSI interface, or a CD-ROM drive has the potential for conflicts. Almost all hardware conflicts are attributable to the sharing of interrupt requests (IRQ's) between contending devices, or a conflict between the hardware I/O address ports. These conflicts can be handled at home by the user, but will require a hardware diagnostics program. One such program is Microsoft Diagnostics, or MSD, a shareware program available from Microsoft, downloadable from most on-line services where Microsoft maintains a forum. Otherwise, the best course of action is to consult your dealer, or refer to your hardware documentation.

Should you continue to experience difficulties, please call Brøderbund Technical Support at 415/382-4700 for additional help.

etcetera

SPA copy protection notice

We encourage you to make a backup copy of each disk. Store the original disks in a safe place and use the duplicates to play the game.

Please do not make illegal copies of this software. The software you are using was produced through the efforts of many people: designers, artists, programmers, distributors, retailers, and other dedicated professionals. The costs of developing this and other software programs are recovered through software sales. The unauthorized duplication of personal computer software raises the cost to all legitimate users.

This software is protected by federal copyright law. Copying software for any reason other than to make a backup is a violation of law. Individuals who make unauthorized copies of software may be subject to civil and criminal penalties.

Brøderbund Software, Inc. as a member of the Software Publisher's Association (SPA), supports the industry's effort to fight the illegal copying of personal computer software.

Report copyright violation to:

SPA
1101 Connecticut Avenue NW
Suite 901
Washington, DC 20036

Brøderbund's limited ninety-day warranty

Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of Where in the World is Carmen Sandiego? Deluxe Edition that the program is free from substantial errors and defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department at 415/382-4700 between the hours of 8 a.m. and 5 p.m. (Pacific Time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize a refund of your purchase price).

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

disk replacement policy

If any disk supplied with this product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective disk together with a copy of your dated sales receipt to Brøderbund Software Direct, P.O. Box 6125, Novato, CA 94948-6125, for a free replacement. This policy applies to the original purchaser only.

etcetera

Brøderbund will replace program disks damaged for any reason, whether during or after the ninety (90) day free replacement period. Please return the damaged disk(s), the replacement cost, and a shipping and handling fee of $2.50 to Brøderbund Software Direct, P.O. Box 6125, Novato, CA 94948-6125. Please see the table below to determine the replacement cost.

replacement cost

- Products with up to 2 floppy disks $5.00 per disk + $2.50 shipping and handling fee
- Products with 3 or more floppy disks $15.00 + $2.50 shipping and handling fee
- CD-ROM products $10.00 + $2.50 shipping and handling fee

This policy will be followed as long as the program is still being manufactured by Brøderbund.

limitations on warranty

Unauthorized representations: Brøderbund warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether made by a Brøderbund dealer, distributor, agent or employee, shall be binding upon Brøderbund or shall change the terms of this warranty.

Implied warranties limited: Except as stated above, Brøderbund makes no other warranty, express or implied, regarding this product. Brøderbund disclaims any warranty that the software is fit for a particular purpose, and any implied warranty of merchantability shall be limited to the ninety (90) day duration of this limited express warranty and is otherwise expressly and specifically disclaimed. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

No consequential damages: Brøderbund shall not be liable for special, incidental, consequential or other damages, even if Brøderbund is advised of or aware of the possibility of such damages. This means that Brøderbund shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data or use of the software, or from any other cause except the actual cost of the product. In no event shall Brøderbund's liability exceed the purchase price of this product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

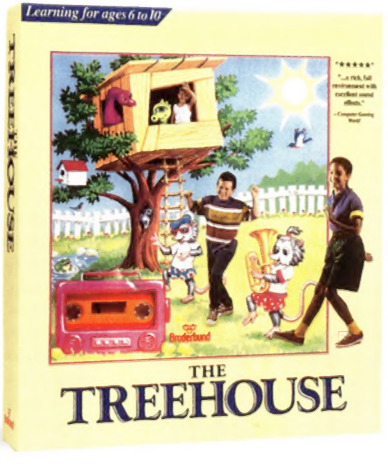
You are entitled to use this product for your own use, but may not sell or transfer reproductions of the software or manual to other parties in any way, nor rent or lease the product to others without the prior written permission of Brøderbund. You may use one copy of the product on a single terminal connected to a single computer. You may not network the product or otherwise use it on more than one computer or computer terminal at the same time.

For technical support, on this or any other Brøderbund product, call 415/382-4700.

Brain Drain.

Brain Gain.

Why let your kids play games with their future? Instead, give them Brøderbund's newest computer program, The Treehouse. And help them play it smart. ¶ Rather than shoot-em-ups, monsters, and mayhem, The Treehouse features science, math and music. Not to mention language arts, social studies and creativity. ¶ Our earlier best-seller, The Playroom, gives preschoolers a playful place for learning. Now, The Treehouse gives



6- to 10-year-olds their own world to explore. ¶ Both programs feature a treasure-trove of subjects. And they're both chock full of fun. So learning becomes play, not work. ¶ The Treehouse runs on MS-DOS (coming soon for Mac and Apple II). See it at your dealer for $59.95 (suggested retail). SAVE 25% Call 1-800-521-6263 ¶ And teach your child to shoot for the moon, instead of blasting aliens and UFOs.

Brøderbund®

For a free catalog, write to us at 500 Redwood Blvd., Novato, CA 94948-6121.

Apple and Macintosh, and MS-DOS are registered trademarks of Apple Computer, Inc. and Microsoft Corporation, respectively.
© Copyright 1991, 1992 Brøderbund Software, Inc. All rights reserved.

4561010